CLAIMS:

What is claimed is:

1. A method for dynamically associating actions with an object, comprising the computer implemented steps of:

responsive to selection of an object, determining an object type of the selected object;

determining actions which can be performed on the object type by other objects in a data processing system at the time of selection; and

associating the determined actions with the selected object.

2. The method claim 1, wherein the determining step further comprises:

querying the selected object for a runtime list of methods/actions known to object from a database;

retrieving a static list of methods/actions for the object type; and

combining the runtime list, static list, and actions by other objects to produce a combined list of actions for the object.

3. The method of Claim 1, wherein the object is a Java object.

4. The method of Claim 1, wherein the determining steps are performed on a Java class.

5. The method of Claim 2, wherein object is graphical user interface object representative of a network resource and the combined list of actions is presented in the interface to a user.

6. The method of claim 2, wherein the method provides a static list of actions for a specific class.

7. A method in a data processing system for presenting actions associated with an object displayed in a graphical user interface, the method comprising:

dynamically associating actions with the object based on an object type of the object; and

responsive to a selection of the object, presenting the actions in the graphical user interface.

8. The method of claim 7, wherein the selection is made using a pointing device.

9. The method of claim 8, wherein the pointing device is one of a mouse, a track ball, a touch pad, a light pen, a touch screen, or a digitizing pad.

10. The method of claim 7, wherein the actions are presented as a pop-up menu.

11. The method of claim 7, wherein the actions are presented as at least one of a selectable list, a selectable table, a tree, a set of button, and check boxes.

12. The method of claim 7, wherein the actions are dynamically associated in response to the selection of the object.

13. The method of claim 7, wherein the actions are dynamically associated when the object is initialized.

14. The method of claim 7 further comprising:

adding a new action to the actions prior to dynamically associating the actions.

15. The method of claim 7, wherein changes to the actions result in only existing actions are presented.

16. The method of claim 7, wherein the method if implemented using a Java programming language.

17. A method in a data processing system for presenting actions associated with an object displayed in a graphical user interface, the method comprising:

associating actions with the object to form associated actions, wherein a hard-coded association between the associated actions and the object are absent, not extensible and undesirable; and

responsive to a selection of the object, presenting the actions in the graphical user interface.

18. The method of claim 17, wherein the object is a folder and wherein the program is a file navigation program.

19. The method of claim 17, wherein the object is a security object.

20. A data processing system comprising:

a bus system;

a communications unit connected to the bus system;

a memory connected to the bus system, wherein the memory includes a set of instructions; and

a processing unit connected to the bus system, wherein the processing unit executes the set of instructions to dynamically associate actions with the object; and present the actions in the graphical user interface in response to a selection of the object.

21. A data processing system comprising:

a bus system;

a communications unit connected to the bus system;

a memory connected to the bus system, wherein the memory includes a set of instructions; and

a processing unit connected to the bus system, wherein the processing unit executes the set of instructions to associate actions with the object to form associated actions, wherein a hard-coded association between the associated actions and the object are absent, not extensible and undesirable; and present the actions in the graphical user interface responsive to a selection of the object.

22. A data processing system comprising:

a bus system;

a communications unit connected to the bus system;

a memory connected to the bus system, wherein the memory includes a set of instructions; and

a processing unit connected to the bus system, wherein the processing unit executes the set of instructions to identify actions associated with the object to form associated actions in response to an execution of a program associated with the object; and present the actions in the graphical user interface in response to a selection of the object.

23. A data processing system for dynamically associating actions with an object, comprising:

first determining means, responsive to selection of an object, for determining an object type of the selected object;

second determining means for determining actions which can be performed on the object type by other objects in a data processing system at the time of selection; and

associating means for associating the determined actions with the selected object.

24. The data processing system as in 23 comprising:

querying means for querying the selected object for a runtime list of methods/actions known to object from a database;

retrieving means for retrieving a static list of methods/actions for the object type; and

combining means for combining the runtime list, static list, and actions by other objects to produce a combined list of actions for the object.

25. The data processing system of Claim 23, wherein the object is a Java object.

26. The data processing system of Claim 23, wherein the first determining means and the second determining means process a Java class.

27. The data processing system of claim 24, wherein object is graphical user interface object representative of a network resource and the combined list of actions is presented in the interface to a user.

28. The method of claim 24, wherein the method provides a static list of actions for a specific class.

29. A data processing system for presenting actions associated with an object displayed in a graphical user interface, the data processing system comprising:

dynamically associating means for dynamically associating actions with the object; and

presenting means, responsive to a selection of the object, for presenting the actions in the graphical user interface.

30. The data processing system of claim 29, wherein the selection is made using a pointing device.

31. The data processing system of claim 30, wherein the pointing device is one of a mouse, a track ball, a touch pad, a light pen, a touch screen, or a digitizing pad.

32. The data processing system of claim 29, wherein the actions are presented as a pop-up menu.

33. The data processing system of claim 29, wherein the actions are presented as at least one of a selectable list, a selectable table, a tree, a set of button, and check boxes.

34. The data processing system of claim 29, wherein the actions are dynamically associated in response to the selection of the object.

35. The data processing system of claim 29, wherein the actions are dynamically associated when the object is initialized.

36. The data processing system of claim 29, wherein the actions are dynamically associated at runtime.

37. The data processing system of claim 29 further comprising:

adding means for adding a new action to the actions prior to dynamically associating the actions.

38. The data processing system of claim 29, wherein changes to the actions result in only existing actions are presented.

39. The data processing system of claim 29, wherein the method if implemented using a Java programming language.

40. A data processing system for presenting actions associated with an object displayed in a graphical user interface, the data processing system comprising:

associating means for associating actions with the object to form associated actions, wherein a hard-coded association between the associated actions and the object are absent, not extensible and undesirable; and

presenting means, responsive to a selection of the object, for presenting the actions in the graphical user interface.

41. A data processing system for presenting actions associated with an object displayed in a graphical user interface, the data processing system comprising:

identifying means, responsive to an execution of a program associated with the object, for identifying actions associated with the object to form associated actions; and

presenting means, responsive to a selection of the object, for presenting the actions in the graphical user interface.

42. The data processing system of claim 41, wherein the object is a folder and wherein the program is a file navigation program.

43. The data processing system of claim 41, wherein the object is a security object.

44. A computer program product in a computer readable medium for dynamically associating actions with an object, the computer program product comprising:

first instructions, responsive to selection of an object, for determining an object type of the selected object;

second instructions for determining actions which can be performed on the object type by other objects in a data processing system at the time of selection; and

third instructions for associating the determined actions with the selected object.

45. A computer program product in a computer readable medium for presenting actions associated with an object displayed in a graphical user interface, the computer program product comprising:

first instructions for dynamically associating actions with the object; and

second instructions, responsive to a selection of the object, for presenting the actions in the graphical user interface.

46. A computer program product in a computer readable medium presenting actions associated with an object displayed in a graphical user interface, the computer program product comprising:

first instructions for associating actions with the object to form associated actions, wherein a hard-coded association between the associated actions and the object are absent, not extensible and undesirable; and

second instructions, responsive to a selection of the object, for presenting the actions in the graphical user interface.

47. A computer program product in a computer readable medium for presenting actions associated with an object displayed in a graphical user interface, the computer program product comprising:

first instructions, responsive to an execution of a program associated with the object, for identifying actions associated with the object to form associated actions; and

second instructions, responsive to a selection of the object, for presenting the actions in the graphical user interface.